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GAME BOY ADVANCE

The Adventures of **NICKELODEON**  
**JIMMY NEUTRON**  
BOY GENIUS™

vs.

**Jimmy  
Negatron**

**INSTRUCTION BOOKLET**



AGB-AJXE-USA

**THQ**



## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

## **⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



**EVERYONE**  
**COMIC MISCHIEF**

For more information on this product's rating,  
call 1-800-771-3772 or visit <http://www.esrb.org>

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT  
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QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE  
WHICH REQUIRES A GAME BOY® ADVANCE  
GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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## STORY

Jimmy Neutron Boy Genius has built his greatest invention yet – a dimension gate that opens alternate universes where anything can happen. On this particular day Jimmy opens up a dimension where kids no longer obey their parents - how much better does that get? However, after hours of party games and junk food, Jimmy realizes that he misses his parents. Well, guess it's time to go home.

Unfortunately something has happened and after entering the "real world" Jimmy Neutron comes face to face with his evil alter ego, Jimmy Negatron. Pushing Jimmy Neutron back into the dimension gate, Jimmy Negatron proceeds to destroy the portal trapping Jimmy Neutron in a strange dimension. Follow Jimmy Neutron through a brain blasting adventure that has him jumping from dimension to dimension. Will he ever get back to Retroville and defeat Jimmy Negatron?



## GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of The Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The logo screens will appear (if you don't see them, begin again at step 1).
4. After the logos, the Main Menu will appear.



# CONTROLS

## BUTTON

### Menu Navigation

Control Pad UP/DOWN

Control Pad LEFT/RIGHT

Control Pad LEFT

Control Pad RIGHT

A Button

### Jimmy's Controls

Control Pad UP/DOWN

Control Pad LEFT/RIGHT

A Button

B Button

B Button (at Level Entrance)

Control Pad UP/DOWN and

Hold the R Button

Control Pad LEFT/RIGHT and

Hold the L Button

START

## ACTION

Highlight Menu Selections

Select Main, Options or Multiplayer Menu

Go to Options Menu

Go to Multiplayer Menu

Select Option

Move Forward/Back

Turn Left/Right

Jump, Touch

Shoot Shrinking Ray

Choose to be Jimmy or Goddard

Rotates Camera

Side Step

Options Screen

## MAIN MENU

The main menu is Jimmy's Laboratory.

- **New Game** - To begin a new game of The Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron, use the Control Pad UP/DOWN to move to the Spinning Blue Neutron. Press the A Button and you're off!
- **Continue** - Use the Control Pad UP/DOWN to move to the Continue Screen. Enter your password to continue a saved game. Use the Control Pad LEFT/RIGHT to select position, use the Control Pad UP/DOWN to select letter. Press the A Button to input code, Press the B Button to cancel and return to Main Menu.
- **Miss Fowl** - Jimmy's teacher is always happy to help. Use the Control Pad UP/DOWN to move to the Teacher Screen. Press the A Button to enter the Tutorial.



## OPTIONS MENU

Use the Control Pad LEFT to move to the Options Screen.

Use the Control Pad to scroll UP/DOWN through the Options. Press the A Button to enter an option.

## MULTIPLAYER MENU

Use the Control Pad RIGHT to move to the Multiplayer Screen. Scroll through the Multiplayer options by using UP/DOWN on the Control Pad. Press the A Button to enter a Multiplayer game.

## PLAYING A GAME

Select New Game from the Main Menu to begin at the Park. There are ten different adventures for Jimmy, but only three are open at the beginning. Jimmy must complete levels, find objects, and purchase items from the store to open additional levels. Explore the Park and talk to the characters for more hints. Question mark squares give mission tasks.

When you find a gateway to a level, press the A Button to be taken to that level. You will face three numbered paths. Choose the one you want to enter and press the A Button.

Additionally there are three Arcade/Arcade-Multiplayer games.



# THE GAME SCREEN



The main Game Screen has gauges to keep track of Jimmy's progress:

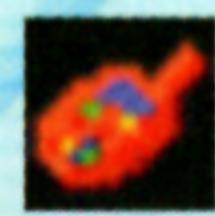
The "Jimmy" icon shows how many Jimmys you have left.



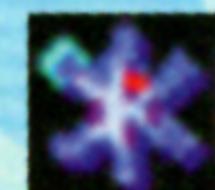
The "Heart" icon shows you how much health Jimmy has.



The "Shrink Ray" icon shows you what kind of weapon Jimmy has.



The "Neutron" icon shows you how much energy is in Jimmy's Shrink Ray.



The "Gold Coin" icon shows you how many coins Jimmy has collected.



## THE GAME SCREEN



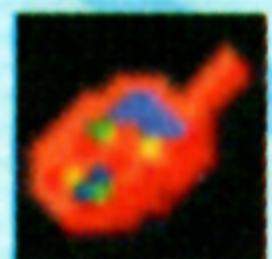
There are additional gauges during Level Play. The "Shield" icon in the upper right corner shows you how much invincibility Jimmy has. The "Task" icon in the lower right shows you how many tasks Jimmy has left to complete the level. The "Radar" circle next to the "Task" icon helps Jimmy keep on track.

When you complete a level this screen shows you Jimmy's screen coins, energy, and secret area status.

## ITEMS

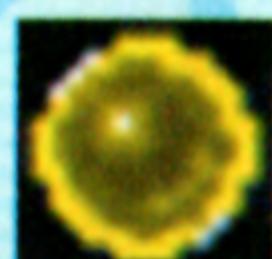
### Jimmy's Shrink Ray

Shrinks Jimmy's enemies for good.



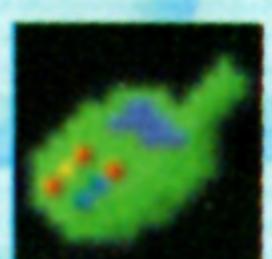
### Jimmy Shield

Protects Jimmy from enemy hazards.



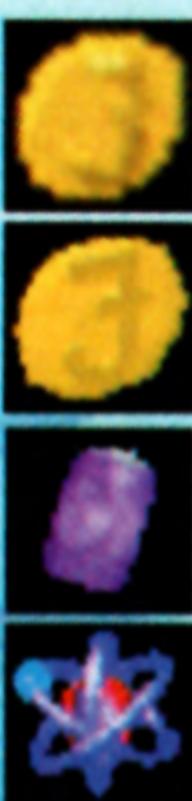
### Goddard's Dimension Jump Ray

Sends enemies to different dimensions for good.



### Coins and other collectibles.

There are coins and collectibles for Jimmy to pick up in all levels.



Small Coin = 1 Coin.

Large Coin = 5 Coins.

Purple Flarp = Energy.

Blue Neutron = Fuel.



# SHOP



Collected some coins?  
Well, c'mon in to  
purchase extra  
gadgets, shields,  
and health.

Heart = Health

Neutron = Ammo

Shield = Invincibility



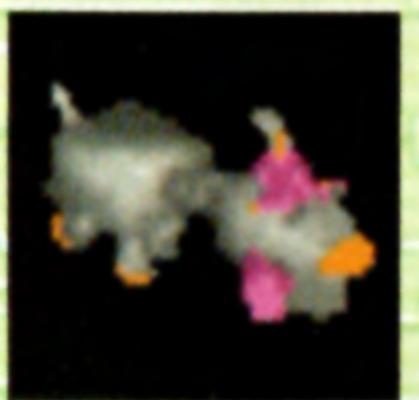
Use the Control Pad UP/DOWN to highlight item. Press the  
A Button to buy item. Press the B Button to return to the Park.



# FRIENDS



Cindy



Goddard



Zachary



Carl



Miss Fowl



## ADVENTURE WORLDS



### DIMENSION TUNNEL

Jimmy Neutron will begin his journey in the Retroville Park. Head towards the Dark Dimension where the Dimension Tunnel will take Jimmy Neutron to his greatest adventure yet!

### DARK DIMENSION

Jimmy has entered a dimension where kids no longer have to listen to their parents. But it's not all fun and games as Jimmy soon realizes that he has to get back to Retroville!



### **Dark Streets – Path 1**

The bad boys wrecked everything here, even the streetlights! Jimmy has to repair all of them to find his way back to Retroville.

### **School Ruins – Path 2**

The bad boys have done the unthinkable and thrown out all the science books from the school library. That's enough to push Jimmy Neutron over the top! Now he has to collect all the books and put them back into their proper places.

### **Dark Forest – Path 3**

The evil monsters of Jimmy Negatron rule this place. Jimmy will need to defeat them to make the forest a safe place again.

### **Dark Dimension Hazards:**

Troublemakers

Clouds

Radioactive Hotspot

Dark Monsters

# TIME MACHINE

Jimmy Negatron has done some strange things to the prehistoric ages that have changed the course of the future. In order to get things back to normal, Jimmy will have to find everything different and clean up Negatron's mess!

## JURA AGE

### Jungle – Path 1

Jimmy Negatron has created 10 dark dinos and let them loose in the prehistoric dimension. Help Jimmy Neutron shrink these dinos before they wreak anymore havoc.

### Great River – Path 2

Jimmy Negatron has planted strange flowers that don't belong in this world. Collect them all before they change the scope of the future.

### Rocks – Path 3

Now that Negatron's time warp havoc is over, Jimmy will need to collect all the crystals to close the time machine.

#### Time Machine Hazards:

Dark Dinosaurs

Flying Dinosaurs



## CINDY'S DREAM

Jimmy Neutron has put Cindy under a sleeping spell and nobody can wake her up! With the help of his latest invention, the "Dream Connection Machine," Jimmy must step into Cindy's dream to wake her up.

### Pillow Dream – Path 1

Before Jimmy Neutron can remedy Negatron's sleep spell, he will need to start up 10 Merry-Go-Rounds to make Cindy much more relaxed in her dream state.



### Heart Dream – Path 2

Cindy has lost 10 of her treasured hearts. In order to complete this mission, Jimmy Neutron will have to dig deep to find each missing heart and gain Cindy's trust!

### Bad Dreams – Path 3

Not all dreams are good and this one is very bad. Jimmy will have to face 10 Dark Teddy Bears in order to dispel Cindy's bad dreams!

### BOSS Level

The dream of Cindy is possessed by a Dark Cloud, we need to defeat this and Cindy will wake up!

#### Cindy's Dream Hazards:

Butterflies

Bouncing Balls

Tanks

Dark Bears

# POWER STATION

Jimmy Negatron shut down the power station of the city to possess all the power. We need to start up the power station to put everything back in place.

## Corridors – Path 1

Jimmy Neutron will need to find and push all ten buttons in order to start up the power station.



## Pipes – Path 2

Jimmy has just entered an underground maze of pipes. Help him find the 10 radioactive barrels that Jimmy Negatron has spread throughout the Power Station.

## Reactor Core – Path 3

Underground mice have been exposed to radioactive material and Jimmy must battle these 10 mutant mice to finally restore power to the Power Station.

## Power Station Hazards:

Robots

Oilcans

Rats

# MY COMPUTER

Jimmy Neutron has figured out how to defeat Jimmy Negatron once and for all. But wait! All the information is in Neutron's super computer and Jimmy Negatron has infected it with a plethora of evil viruses! It's up to Jimmy to shrink himself down and battle the viruses himself.

## Fine Electronics – Path 1

As Jimmy enters the computer he immediately faces an army of viruses and loose electric sparks. He must collect the 10 chips to fix the peripheries.

## Old Electronics – Path 2

Jimmy's lost his way and is encompassed in a sea of darkness. To complete this mission find and turn on 10 lamps so Jimmy can find his way through his own computer.

## Processor's Core – Path 3

10 viruses suddenly confront Jimmy. Defeat each virus before they take over the computer and trap Jimmy Neutron there for good!

### My Computer Hazards:

Bouncing Virus

Floating Virus

Electric Sparks



## CAVES

Little Zachary has gotten his hands on one of Jimmy Neutron's latest inventions that turns thoughts into realities. Unfortunately for Jimmy all Zach can think of are monsters! These monsters have all run into a dark cave where Jimmy now needs to enter and defeat them all before anything bad happens!

### Great Hall – Path 1

Help Jimmy Neutron collect all the gold pieces that he will need to use in the machines.

### Tunnels – Path 2

Jimmy's finally reached the tunnels where he must defeat the raging Rock Heads. Avoid their projectiles and you'll be well on your way.

### Deep Cave – Path 3

Travel far enough into the cave and it gets pretty dark! Jimmy will need to go on an underground downward spiral to find and light up 10 blue crystals before meeting Zach's scariest imaginary monster - the Giant Worm boss who is waiting for you at the end.

#### Caves Hazards:

Bats

Rock Robo-Monster

Great Rock Heads



# QUANTUM DIMENSION

There was too much damage to the computer so Jimmy Neutron must travel to the Quantum Dimension to study new theories and formulas that will help him stop Jimmy Negatron from wreaking any more havoc on Retroville.

## Formula World – Path 1

Jimmy will begin his quest by searching for all the formulas so that he can use them later to build the machines.

## Bit World – Path 2

Jimmy Neutron realizes that Jimmy Negatron was here and has zeroed out all the bits that were suppose to be in state 1. Jimmy Neutron must find and change all the 0 bits into 1 bits to repair the damage.

## Photon World – Path 3

Jimmy Negatron created monsters that are endangering the foundation of this world. Jimmy Neutron will need to defeat them to continue the adventure and save the world!

**Quantum Dimension Hazards:**  
Rotating Spheres    Dark Monsters



## JELLY DIMENSION

Carl has been trapped into the Jelly world. Help Jimmy rescue Carl from a very sticky situation! Pay close attention to the local monsters because this knowledge will come in handy when facing Jimmy Negatron.

### Green Jelly World – Path 1

Jimmy Neutron will need to collect 10 jelly balls so he can study them and figure out how to get Carl out of this "jam"!



### Brown Jelly World – Path 2

Jimmy Neutron has figured out how to save his best friend. Find 10 jelly balls, making sure at least one of them contains a very gooey Carl!

### Pink Jelly World – Path 3

Before making their exit, Jimmy and Carl come across more of Jimmy Negatron's evil monsters. Get ready for jelly-filled action, as Jimmy Neutron gets ready to defeat the jelly grubs.

#### Jelly Dimension Hazards:

Giant Snails

Floating Jelly Monsters

Dark Jelly Aliens

# ROCKET LAUNCH

Jimmy Neutron is finally getting close to finding and putting a stop to Jimmy Negatron's evil ways. Unfortunately Negatron has one more trick up his sleeve and has shut down the space stations to put off communication.

## National Space Station – Path 1

Jimmy Neutron will need to rush to repair and restart the radars to set back communication with earth!

## Moon Station – Path 2

We need to collect helium so that Jimmy can use it later for one of his inventions that will take him up to the space station.

## Mars Station – Path 3

Jimmy Negatron has spread aliens across the space station. Help Jimmy Neutron defeat these space-aged pests and have the final showdown with Jimmy Negatron.

### Rocket Launch Hazards:

Robo-guards

Alien Saucers

Evil Aliens

Big Robot Boss



## RETROLAND

So it's all come down to this...Jimmy Neutron vs. Jimmy Negatron. This one's for all the marbles, and to save the town of Retroville. This ultimate battle takes place back on Retroville where Jimmy Neutron will finally have his chance to confront Negatron face to face.



## ARCADE AND MULTIPLAYER GAMES

Single players should play these games over and over again to get the most coins. You lose some life energy, but you need the coins to purchase items in the shops. These games are set in a virtual world. Play them in single or multiplayer mode.

### MULTI/ARCADE GAME 1: SHEPHERD THE SHEEP

Ready, set, Baaaaaa! It's an in-your-face sheepherder race. Whoever herds the sheep to the other side first, wins.

## ARCADE AND MULTIPLAYER GAMES CONTINUED...

### MULTI/ARCADE GAME 2: TAKE AND RUN

Three dimensions of fun. On a labyrinth of platforms, each player controls a Jimmy of a different color. Don't fall down or you'll lose coins and energy. See if you can jump to distant platforms.

Note: To play up to 4-player Shepherd The Sheep or Take And Run Multiplayer games, each player requires a copy of The Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron Game Pak. Link up to four Game Boy Advance systems together using the Game Boy® Advance Game Link® cable. Each player must insert a copy of The Adventures of Jimmy Neutron Boy Genius\* vs. Jimmy Negatron Game Pak into their Game Boy Advance. Turn on up to 4 Game Boy Advance systems and player one must enter either the Shepherd The Sheep or Take And Run Multiplayer game menu on Game Boy Advance #1. Press the "Ok" prompt and wait for the game to begin.

### MULTI/ARCADE GAME 3: ASTEROID MULI-BATTLE

Choose the character you want to be and have a blast!

Note: To play up to 4-player Asteroid Multi-Battle, only player one requires a copy of The Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron Game Pak. Link up to four Game Boy Advance systems together using the Game Boy® Advance Game Link® cable. Insert The Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron Game Pak into Game Boy Advance #1. Turn on up to 4 Game Boy Advance systems and enter the Asteroid Multiplayer game menu on Game Boy Advance #1. Press the "Ok" prompt and wait for the game to begin.

## PAUSING THE GAME

Press START to pause the game.

## SAVING A GAME

Password System



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## Okay, Here's How It Works...

1. Purchase specially marked THQ/Nick video games. Simply look for the THQ/Nick Prize Points logo on the back of the box.
2. Go to [www.thqnckprizepoints.com](http://www.thqnckprizepoints.com) for instructions on setting up your Prize Points account or obtaining the mail-in certificate for ordering program merchandise rewards. If you are under the age of 13, your parent or legal guardian must provide consent before you may fully register online or order merchandise rewards. Registration on the website is not required for mail orders.
3. When you're on the website, you can register with your own user name and password, and become a THQ/Nick Prize Points member.
4. After you've registered, locate the 16 digit alpha-numeric code located on the THQ/Nick Prize Points card inside the video game box. Follow the instructions to enter this code in the space provided on the website.
5. Next, locate the 6 digit game number (located at the bottom of the next page) and enter it in the appropriate area on the website.
6. When you've collected enough THQ/Nick Prize Points, pick your very own Prize Points Reward from the list of available items and place your order. **Shipping/Handling fees required for each item ordered.\***



Comic Mischief

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GAME BOY ADVANCE



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GAME HOLDER



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The Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron (Game Boy Advance) **845343**

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GAME BOY ADVANCE



NINTENDO  
GAMECUBE™

GAME BOY ADVANCE

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# LIMITED WARRANTY

## Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32110**. Please use this code to identify your Product when contacting us.

### Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

### To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

**THQ Inc.**  
**Customer Service Department**  
**27001 Agoura Road, Suite 270**  
**Calabasas Hills, CA 91301**

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

### **Repairs after Expiration of Warranty**

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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